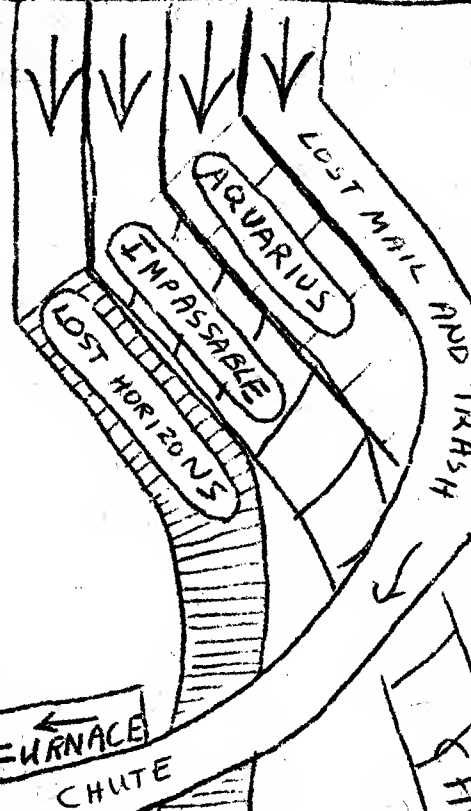


SPECIAL ISSUE

PAPER
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PAPER
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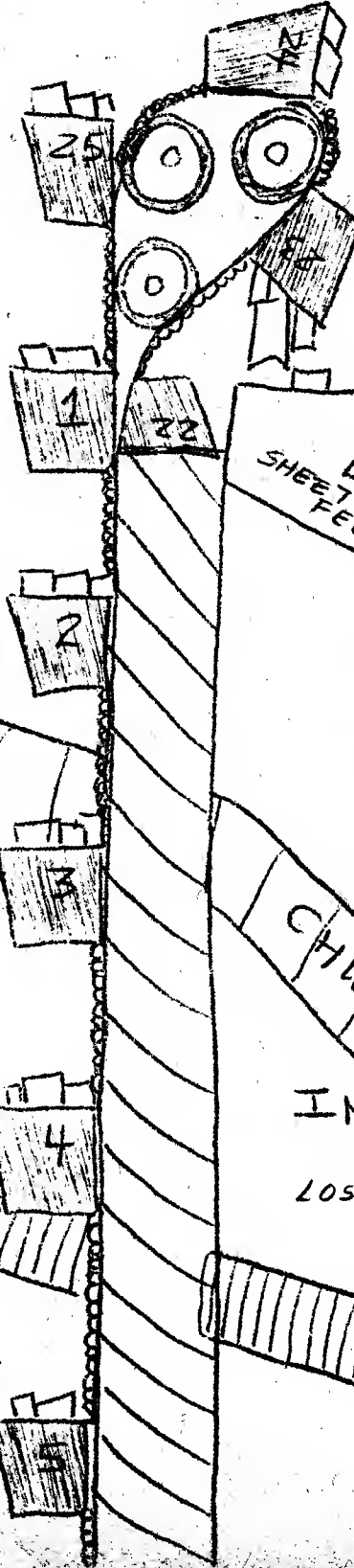


CHUTE



INCOMING
MAIL

CHAPEL HILL
MAIL SORTER



SHEET FEEDER

CHUTE

IMPASSABLE 38
-AND-
LOST HORIZONS 18



DECONTAMINATION CHAMBER

DANGER

This is a combined issue of Impassable #38 and Lost Horizons #18. Both are journals of postal Diplomacy and variants published and edited by John Boyer, 117 Garland Drive, Carlisle, PA 17013. Phone: (717) 249-1343, between 9 and 10:30 p.m., E.D.S.T., on week-nights. Sub rate to Impassable is still at 12/\$2.00. A shorter sub at 6/\$1 is available for new bloods. This special issue is a subsidiary product of Chapel Hill Publications found in March of 1972.

Diplomacy is a registered trademark for a game invented by Allan B. Calhamer and copyright by Games Research, Inc., 500 Harrison Ave., Boston, MA 02118.

ZINE REVIEW

The Pocket Armenian. Vol. I, No. 1. Mimeo. Brand new gamezine put out by Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432. This is a spawn of the demised The POUCH gamezine which broke up into two gamezines: Carn Dum published by Raymond Heuer and the new version of the old POUCH published by Gil Neiger. TPA's only connection would appear to be the mimeo machine they are all using! Anyhow, their first issue was well done and promises to be another excellent gamezine. They are opening up regular games at a GF of \$5.00. They will also be willing to run variants as well as Origins. Last, they expressed a desire to run a Fall of Rome tournament! Sub is 10/\$2.00.

Carn Dum. #2. Mimeo. Published by Raymond Heuer, 102-42 Jamaica Ave., Richmond Hill, NY 11418. Subs are 10/\$2.00. GF are \$3 for Origins, \$5 for 30 Years War variant with \$5 being for major powers and \$3 for minor powers in that variant. This is a zine for variants only. Will be one of the best variant zine in its field soon.

The POUCH. Vol. II, Issue 13, #66. Under new management for a few issues, it is carrying on the established tradition of the old POUCH but with its own differences. Published by Gil Neiger, 300 West 108th St., New York, NY 10025. Subs are 6/\$2.00, but the issues so far have been large and worth it. Has at least one regular game opening up for GF of \$10.00. Covers subscription for life of your game (I suppose if you don't drop out without trying....).

Okay, enough of New York, let's get out into the clean air of the country of fresh air and foul gamezines.....on page 6, col. 1!

DIPLOMACY NEWS

***The Citex '74 convention to be held at Chicago is really the third game convention to be held in Chicago in three years. This convention will also be host to the annual Dipcon and the annual IDA General Meeting. I'd like to note for members that the meeting will be held at 7:30 p.m. on Friday, so get there early and don't miss it!

***The IDA Handbook is coming along pretty well considering how it was done last year. We are very hopeful for a very good collection. It will have a game analysis of the first Lion's Game in Hoosier Archives as well as a host of other material with most being original! Now, all I gotta do is type it and run it off! Will probably sell for a higher price this time, though. It looks like \$2.00 for IDA members and \$3.00 for non members, but this will depend on final costs for producing the second Handbook.

(cont. pg. 11, col. 1)

WHERE ARE THEM GAMES?

Them Chess Games	18
1970BJ, 1972AZ	13
1972BG, 1972BW	14
1972CD, 1972CK, 1972DF, 1973Ddl	15
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STANDBYS, WE NEED YOU!

1972BG: Steven Ball for Austria and Richard Swies for England.
 1971Dbu: William Osmanson for Italy and anyone! for England.
 1973CZec: Tom Hubbard for Poland.

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ROGUES' GALLERY '74 UPDATE

by Len Lakofka

This update is current through Everything #18 for 375 games with 295 wins and 80 draws.
Legend: 1. Country, 2. # of Wins, 3. Points for wins, 4. # of draws, 5. Points for draws, 6. Average draw, 7. # of survivals, 8. Points for survivals, 9. Average survival, 10. # of eliminations, 11. Points subtracted for elimination, 12. Survivals minus eliminations, 13. Total for wins and draws, 14. Grand total of wins, draws and survivals minus eliminations, 15. Share of grand total.

1.	2.	3.	4.	5.	6.	7.	8.	9.	10.	11.	12.	13.	14.	15.
AUSTRIA	36	9,470	33	2,888	87.51	89	2,412	27.10	217	-5,200	-2,788	12,358	9,570	9.30%
ENGLAND	46	11,945	55	5,095	92.63	136	3,929	28.88	138	-2,760	+1,169	17,040	18,209	17.71%
FRANCE	41	10,715	46	4,065	88.36	153	3,868	25.28	135	-2,700	+1,168	14,780	15,948	15.51%
GERMANY	41	10,770	38	3,166	83.31	115	2,647	23.01	181	-3,850	+1,203	13,920	12,717	12.37%
ITALY	29	7,570	36	2,987	82.97	136	3,362	24.72	174	-3,530	-168	10,567	10,399	10.12%
RUSSIA	59	15,510	35	3,166	90.28	111	3,071	27.66	170	-3,600	-529	18,676	18,146	17.65%
TURKEY	43	11,190	49	5,024	102.53	144	4,549	31.59	139	-2,920	+1,629	16,214	17,843	17.36%

	Number of Games		Points	Share of
	Win %	Draw %	Win&Draws %	Grand Tot
AUSTRIA	12.20	11.30	11.94	9.30%
ENGLAND	15.59	18.83	16.46	17.71%
FRANCE	13.89	15.75	14.49	15.51%
GERMANY	13.89	13.01	13.45	12.37%
ITALY	9.83	12.32	10.29	10.12%
RUSSIA	20.00	11.98	18.04	17.65%
TURKEY	14.57	16.78	15.66	17.36%

SOME THOUGHTS ON WORLD WAR I by Robert Morris

All of us who play Diplomacy are reasonably familiar with the strategic situation preceding World War I. We understand, through acting out the roles of leaders, the significances of England's naval advantage and Germany's potential for quick expansion which existed in 1914. But are we fully aware of the over-all importance of "the War to End All Wars", and its lessons that man all too frequently forgets?

Before 1914, the world had enjoyed a century of relative peace. People believed that things were going to constantly improve, and progress would benefit mankind. A reversion to irrational, destructive wars such as the religious Thirty Years War seemed impossible--after all, hadn't civilization and technology proved almost perfect and the boon of man?

However, that technology--once unleashed--wiped out millions of lives; and the peaceful civilization was responsible for mishandling the diplomacy that could have averted the conflict.

Where did Europe go wrong? Until the years right before the war, there was no definite
 (cont. on next col.)

alliance system. Every country was out for its own selfish interests, and didn't want any close military ties with another power. If Europe had stayed this way, there never would have evolved any great rivalry. But once polarization started, the continent was evenly bisected into two armed camps. The Triple Alliance and Triple Entente, instead of serving as a deterrent to war, created the conditions for a holocaust. Decades later, the world came very close to annihilation during the Cold War, when every nation had to be on "our side", or "theirs".

Another tragic lesson of the Great War is that, just as a capable diplomat can prevent war, a deficient one can cause it. The Austrian foreign minister so bungled (and hardened) the diplomatic situation after Sarajevo that he brought Germany into the matter, and thus provoked Russia and France into a spontaneous reaction against the Central Powers. Unfortunately, there were no perceptive, enterprising statesmen in Europe who knew what was really going on, due to a failing of clear communication as well as clear thinking.

And what is the "antidote" for the potentiality of another world war? That is still being debated, but we can learn the lessons of World War I: that we shouldn't ever become complacent and ignore the various conditions of things, that we should avoid polarizing the world into two rival groups, and that we must never underrate the omnipotent decisiveness of diplomats in international affairs. #end#

((Today, there are three major camps, but diplomats are traveling around trying their best to reconcile the differences. Ed.))

FOUR TWENTY DOLLAR PRIZES OFFERED

Allan B. Calhamer hereby offers four prizes of \$20.00 each, one each in the following four categories:

- 1) Original article on diplomatic history
- 2) Original article on current, not historical, strategy, in any field whatsoever.
- 3) Original art work
- 4) Original poetry

All submissions must be intended for an audience consisting entirely of Diplomacy players. Entries will be judged on the basis of general quality, and also on the basis of utilization of the audience's common background in the game of Diplomacy.

In category 2, any illegal suggestion disqualifies the entry. Entries in that category may be merely analytical rather than prescriptive, as the author prefers.

A person may submit as many entries as he wishes in each category. Submissions may be of any length or size

Entries will be judged by Allan B. Calhamer or by persons chosen by him. Decisions of the judges will be final.

The material may have been created at any time in the past, and may already have been published. If any of it is copyrighted, the submitting party must so indicate.

Calhamer reserves the right to send any or all of the submissions to anyone for publication, before, during, or after the close of the contest, but only on a free-of-charge basis. Submissions designated as copyrighted will not be so handled.

Return of the submissions is not guaranteed, but we will try to heed special requests in this regard.

Winners will be designated as admitted to the Order of the Diplodocus, an honorary designation carrying with it no duties or perquisites.

The name was chosen only because the elder Calhamer daughter came home from kindergarten talking about diplodoci, and because diplodocus is alphabetically proximate to diplomacy.

Entries must be received by Allan B. Calhamer, 501 North Stone Avenue, La Grange Park, Illinois 60525, prior to August 16, 1974, except for sculpture, which may be submitted at the DipCon on August 16-18. Also paintings, drawings, etc., which cannot be rolled without damage may be submitted at the DipCon.

Persons desiring to serve as judges, in categories which they do not intend to enter, may write to Calhamer outlining their qualifications.

Winners will probably be announced August 18 at the DipCon.

Entries need not be laudatory of Diplomacy, and may be the contrary, as the author prefers.

((I received this about a month ago and this has been my first real chance to include this announcement. This contest being sponsored by the inventor of Diplomacy, Allan B. Calhamer, is well worth entering. I would enter myself if I wasn't so busy! The caliber of the contestants should prove to be very high and the competition tough. We ourselves are going to the DipCon and we will endeavor to bring back the winners' report for Impassable. So, I encourage my readers to submit that which they have already created or to get busy and to make something suitable for this outstanding contest!--Impassable))

EXCLUSIVE! MENSA ADMISSION TEST!

((Note: For the protection of the Mensa member who exposed this exclusive to our publisher, we are not going to reprint his name. Instead, in all references we will use the name, Joe Blow.)) What follows is top secret--but no more! Now, if you think you can pass this you'll be able to play one of the Mensa Diplomacy games now being run by Don Horton of Claw & Fang.

Instructions: Read each question carefully. Answer all questions. Time limit, four hours. Begin immediately.

- 1) MEDICINE. You have been provided with a razor blade, a piece of gauze and a bottle of Scotch. Remove your appendix. Do not suture until your work has been inspected. You have fifteen minutes.
- 2) HISTORY. Describe the history of the papacy from its origins to the present day, concentrating especially but not exclusively on its social, political, economic, religious and philosophical impact on Europe, Asia, America and Africa. Be brief, concise and specific.
- 3) PUBLIC SPEAKING. Two thousand drug-crazed aborigines are storming the classroom. Calm them. You may use any ancient language except Latin or Greek.
- 4) BIOLOGY. Create life. Estimate the differences in subsequent human culture if this form of life had developed 500 million years earlier, with special attention to its probable effect on the English parliamentary system.
- 5) MUSIC. Write a piano concerto. Orchestrate and perform it with flute and drum. You will find a piano under your seat.
- 6) ENGINEERING. The disassembled parts of a high-powered rifle have been placed in a box on your desk. You will also find an instruction manual printed in Swahili. In ten minutes a hungry Bengal tiger will be admitted to the room. Take whatever action you feel is appropriate. Be prepared to justify your decision.
- 7) SOCIOLOGY. What sociological problems might accompany the end of the world? Construct an experiment to test your theory.
- 8) MANAGEMENT SCIENCE. Define management. Define science. How do they relate? Create a generalized algorithm to optimize all managerial decisions. Assuming an 1130 CPU supporting 50 terminals, each terminal to activate your algorithm, design the communications interface and all necessary control problems.
- 9) PSYCHOLOGY. Based on your knowledge of their works, evaluate the emotional stability, degree of adjustment and repressed frustrations of each: Alexander of Aphrodisias, Ramses II, Gregory of Nicea, Hammurabi; support your evaluation with quotations from each man's work. It is not necessary to translate.
- 10) POLITICAL SCIENCE. There is a red telephone on the desk behind you. Start World War III. Report at length on its socio-political effects, if any.
- 11) ECONOMICS. Develop a realistic plan for refinancing the national debt. Trace the possible effects of your plan on these areas: Cubism, the Donatist controversy, the wave theory of light.
- 12) EPISTEMOLOGY. Take a position for or against truth. Prove the validity of your position.
- 13) PHYSICS. Explain the nature of matter. Include in your answer an evaluation of the impact of the development of mathematics on science.

MENSA TEST, CONT.

- 14) PHILOSOPHY. Sketch the development of human thought; estimate its significance. Compare with the development of any other kind of thought.
- 15) GENERAL KNOWLEDGE. Describe in detail, briefly.
- 16) EXTRA CREDIT. Define the universe; give three examples.

((If anyone wants to send us their funny answers for the above test, we'll print the best answers.--Ed.)) ((We apologize for not knowing the name of the person who submitted this, but we believe that in order to protect himself from the High Clan of the Mensa organization, he has put a post-hypnosis suggestion for us to forget his name. We trust that when he's ready to reveal himself, if necessary, to let us know. Sorry.))

ZINE REVIEW, CONT.

Obsession. Vol. I, #9. Ditto. Published by Shamray, Zehnder and Bailey Pub. Co., P.O. Box 24872, Los Angeles, CA 90024. To ease any apprehensions about who's publishing it, Larry Zehnder says we can use his name in our listing. So, remember, Larry is their biggest nut and ranks number 1 for the time being. Write to him. Unfortunately, this copy I have was the worst reproduction job I've gotten from them. Usually, they are good but since I'm a publisher, I must have gotten the end run pages. So, I can't read the last page very well, but they appear to have openings in regular Diplomacy as well as in Switzerland Diplomacy and Speculation Diplomacy. I don't see any GF or sub fees. You'll have to write for further information.

Claw & Fang. #33. Ditto. Published by Don Horton, 16 Jordan Ct., Sacramento, CA 95826. Continuing down my big pile I have come across this Mensa publication for non Mensans (it's a brainwash job...). Of course, I can see their logic for zeroing in on us dippy players 'cause we're all smart! Sub is 12 issues for \$2.00. Apparently no game openings. The words and wit of David Taesch graces the inside pages and he's the nearest thing we have to a Rodney Walker on the flip side. He's also in our own Aquarius and is writing a hilarious series covering the trial of poor Teusch (sp?) who was a Dannish spy working against the Germans (Herb Barents).

Aquarius is a press zine and so we have the trial spreading into other camps in Europe--each with its own version of the trial. Well, you can at least read all about Fangmaster and his various antics and several trips! Worth your money if you happen to be a Mensan (and/or intelligent enough to read).

Why do I pick on Mensans? I don't know, but another is right below!

Bushwacker. Vol. III, #7. Mimeo. Published by Fred C. Davis, Jr., 3012 Oak Green Court, Ellicott City, MD 21043. Sub to this variant gamezine is 12 for \$2.00. It is a monthly zine, please note. May still have one opening left in his 1885 nine-man variant at \$7.00 GF. This man, I warn you, is the Mensa leader for their Diplomacy Division which goes under some other obscure name--to cover up their overt actions in this hobby!

How about a dumb non-Mensan? Like below? The Arena. #47. Ditto. Published by Edi Birsan, Apt. 302, 35-35 75th St., Jackson Hgts., NY 11372. No subs and no openings. Hmumph!! I wasted my space on that one! By the way, who's Edi Birsan? Wonder if I'll run into him at Chicago? Would I recognize him? Would he look real to me? I'll let you all know!

" ". #41. Ditto. Published by James Massar, 127 N. Emmons St., Dannemora, NY 12929. Sub is 10/\$2. No openings. To quote from its first page, "...It's the written ravings of a schizoprenic sadistic lunatic masquerading as a typist so glurk glurk glurk your life away..." Self-explanatory. Command Post. #6. Ditto. Sub is 6/\$1.10... an odd price I might say...but does have openings in regular Diplomacy (2) at GF of \$1, Youngstown (2) at GF of \$1 (with maps sent free at SSAE) and 6 openings in Hyper-space diplomacy at \$1 GF. 5 openings in Origins at 66¢ GF. Am I overlooking something? How can his prices be that low! What's he trying to do? Wipe me out of business? I'll get him with an offer he can't refuse!

Boast. #49. Ditto. Sub is \$2.75/18. He is going to be merging Stench with Boast and so you all can figure it'll be fairly large issues crammed with game reports and the like. However, no openings at this time!

Ragweed. #5. Mimeo. Published by Al & Tom Burkacki, 13201 Dwyer, Detroit, MI 48212. Sub is 10/\$1.00. Has no dippy openings, but does have openings in wargames such as

Strategy I and a Lee vs Meade (Rand Games Assoc.) tournament. Write for further info on this! A wacky brother team if I saw one! El Conquistador. Vol. I, Issue 10. Offset. Published by Viking Systems (Gordon Anderson),

(cont. page 7, col. 2)

ROGUES' GALLERY RATINGS

by Lenard Lakofka

By request, Walt Buchanan forwarded this interesting listing to me for publication. It seems as if the Diplomacy World has too much to print already! We are more than glad to print our first rating list inside of our Impassable! I know it is Len's RG listing, but all I can gather aside that is that it is his latest.

Name	Corrected Games	Point Total	#	Avg.*	AR	PR
H. Anderson	3.54	305	4	86.10		
P. Ansoff	6.50	483	9	74.30		
A. Amuri	3.00	121	3	40.03		
B. Bailey	6.25	-120	9	-19.92		
H. Barents	5.66	167	8	29.51		
J. Beshara	8.81	1355	11	153.80	8	11
D. Beyerlein	21.81	2511	34	115.13	12	2
E. Birsan	44.12	3677	56	83.34		1
J. Boyer	4.00	662	4	165.50	6	
R. Bowers	4.55	-10	5	-2.19		
D. Brackman	3.00	35	3	11.67		
R. Brooks	6.00	395	6	65.83		
S. Brooks	5.28	292	7	55.30		
W. Buchanan	5.45	1433	6	262.93	2	12
R. Bytwerk	12.00	1755	12	146.25	9	6
L. Childs	8.07	733	13	90.83	20	20
S. Cochran	11.47	130	16	11.33		
B. Cusack	5.95	-35	8	-5.88		
Davidson	8.00	97	8	12.13		
J. DePrisco	3.70	81	4	21.89		
T. Eller	9.21	1498	12	162.65	7	10
M. Gemignani	25.17	-282	35	-11.23		
M. Grayn	3.00	825	3	275.00	1	18
Hall	3.16	271	4	85.76		
J. Hendry	9.13	200	15	21.92		
G. Hartz	4.40	212	5	48.18		
J. Holcombe	3.00	359	3	119.67	11	
D. Horton	6.20	422	7	68.06		
B. Johnson	11.47	580	17	50.57		
D. Johnson	3.00	250	3	83.33		
E. Just	6.28	12	11	1.91		
J. Koning (decd.)	26.95	1620	32	60.11		
B. Keathley	5.15	-37	8	-7.18		
J. Key	9.87	665	11	67.37		
B. Kendig	3.75	802	4	213.87	3	19
B. Knudsen	6.33	359	7	56.71		
L. Lakofka	16.73	1748	23	104.48	15	7
B. Labelle	2.95	230	4	77.97		
S. Langs	3.55	322	4	90.76		
J. Leeder	4.70	442	6	94.04	18	
T. Leahry	6.02	161	7	26.74		
Liesnard	4.00	250	4	62.50		
E. Lipson	4.62	447	5	96.75	16	
H. Naus	40.65	1250	63	30.75		13
J. Oliver	3.87	299	5	77.26		
W. Osmanson	3.77	304	5	80.64		

B. Payne	10.07	304	5	80.64		
L. Peery	17.63	973	21	55.19		15
B. Pendergrass	8.82	654	11	74.15		
A. Phillips	31.74	2375	59	74.82		4
J. Piggott	4.66	96	5	20.06		
J. Power	12.91	1114	16	86.29		14
A. Proujansky	4.00	158	4	39.50		
L. Pulsipher	12.34	1534	14	124.31	10	9
C. Reinsel	30.00	508	35	16.93		
M. Rocamora	7.62	1444	8	189.50	5	11
P. Rosamilia	9.43	857	13	90.88	19	17
C. Schleicher	7.18	276	10	38.44		
J. Smythe	22.00	2380	28	108.18	14	3
T. Tilson	5.66	625	8	110.42	13	
M. Tonnesen	2.95	193	5	65.42		
A. Vagts	4.51	311	8	68.96		
B. Ver Floeg	11.00	2335	11	212.27	4	5
C. Von Metzke	43.41	914	70	21.05		16
B. Ward	15.22	597	20	39.22		
G. Waldie	6.00	148	6	24.63		
M. Weidmark	6.23	267	12	42.83		
C. Welsh	14.45	375	19	25.95		
J. White	35.38	496	46	14.02		
S. Wrobel	5.84	554	7	94.86		17
B. Yare	3.00	-10	3	-3.33		

Explanation is due on my abbreviations of columns: First column is listing of names of players in this listing. Second column is self-explanatory. Third column is total points garnered in RG's system for games rated. Fourth column is number of games recorded for listing. Fifth column is the average point rating. Sixth column is the top 20 players in average rating and the seventh column is the top 20 in points racked up by the player in his games rated.

If any errors are noted, please remember that this was a tough typing chore--now I know why Walt passed it on to me!!

ZINE REVIEW, CONT.

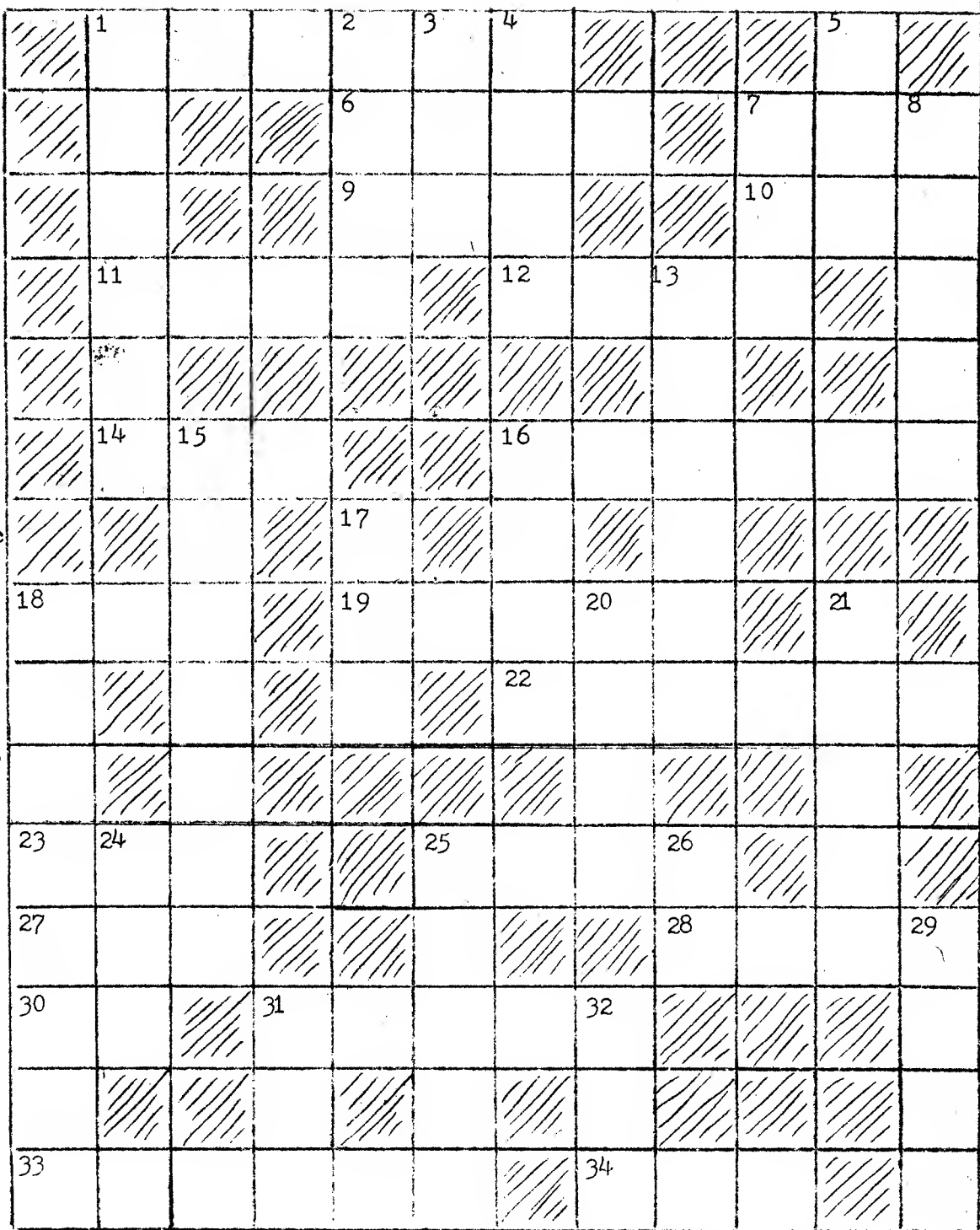
8 Suite 823, 24 North Wabash Ave., Chicago, IL 60602. Subs in North America are \$4 per year bulk mail (12 issues). A few game openings at \$5.00 GF plus maintenance of sub. One of the few offsets in the Diplomacy hobby, this zine has its other foot into the wargame hobby. If you're interested in both areas, then this gamezine is for you! Please note the flyer from Anderson on Citex 74. Diplomacy World. #2. Offset. Published by Walter Buchanan, R.R. #3, Lebanon, IN 46052. Sub is \$3.00/6 issues. This is the premier genzine of the hobby. I can't say anybetter than that! Oops, if you're an LDA member you get \$1 discount if you ask for it. #end.#

ACROSS

1. James Bond foe.
6. Middle East country.
7. IDA Officer.
9. Negative prefix
10. Space for a fleet (Abbrev.)
11. Gov't. issued.
12. Alchemists were accused of making it.
14. Initials of 31 across.
16. Fleet function.
18. Prohibit
19. Type of pants fabric
22. He claims to be "world's tallest"
23. Mimic
25. Brooklyn's best
27. Italian province (abbrev.)
28. Chancellor of the Exchequer, in a way.
30. Printer's measure.
31. He's on all conference maps.
33. Yellow, for one thing.
34. Low country (abbrev.)

DOWN

1. Key supply center
2. Natural outer covering
3. Theater sign
4. Suspend
5. Defunct organization.
7. Not the beginning.
8. A major power?
13. A supply center.
15. Irish spirit.
16. Indiana's other publisher now store keeper.
17. It's often found in the hole.
18. Sorry, no fleets allowed here.
20. Biblical character.
21. Better half of 28 across.



OLD TIMERS AND NEWCOMERS
by Len Lakofka

((Note: I was teasing Len in our correspondence about his "track record" in postal Diplomacy and in response, Len generated an excellent idea/article on Diplomacy players and ratings. It follows.--Ed.))

I didn't realize my game record was 'that bad', but the new breed of expert, of which you are one, has not had the trial and the tribulation period that we old timers (and I use the term loosely in reference to myself-- Birsan and Beyerlein are the prime examples) have had. Examination of the game records show some curious things for multiple game winners. Look at these statistics taken from DIPLOMACY WORLD #1 "The C.P.C.R.L." pp 28-29, and DW #2, "Rogues Gallery '74" pp 26-27 (note that some games are rated in one and not in the other so some discrepancies will occur--but it will be minor):

	# of Games*	# of Seasons*	Wins/Draws*
Bytwerk	11	11.00	5.50
Birsan	55	43.12	12.95
Beyerlein	33	21.01	10.45
Beshara	11	8.81	6.20
Buchanan	6	5.45	6.00
Childs	13	8.07	3.00
Eller	12	9.21	5.33
Lakofka	20	15.67	4.78
Naus	63	40.65	6.17
Phillips	58	30.94	11.52
Power	16	12.91	4.25
Pulsipher	13	11.34	6.20
Rocamora	6	5.62	5.50
Ver Floeg	10	10.00	7.50
Smythe	30	21.00	8.33

*((An explanation is due: Column 1 is Number of games played in according to DW#2, Column 2 is Number of Seasons relative to Country Life ('Corrected games') in DW#2, and the last column is Wins plus draws from DW#1.--Ed.))

Some idea of the number of substitutions can be gained from the fraction "corrected games/games entered" (if we remember that resignations and removals also appear in the CG fraction and can distort it-- I have affixed an '*' on such major distortions for resignations and '**' for removals)

	Fraction	Games	W+D	Class
Bytwerk	1	11	5.5	C
Birsan*,**	.78	55	12.95	A
Beyerlein**	.64	33	10.45	A
Beshara*	.80	11	6.20	B
Buchanan	.91	6	6.00	C
Childs	.62	13	3.00	C?

	Fraction	Games	W+D	Class
Eller	.77	12	5.33	C?
Lakofka*	.78	20	4.78	B
Naus	.64	63	6.17	A
Phillips	.54	58	11.52	A
Power	.81	16	4.25	C
Pulsipher	.87	13	6.20	B
Rocamora	.94	6	5.50	C
Ver Floeg	1	10	7.50	C
Smythe**	.70	30	8.33	A

From the fractions we see 3 classes of players; 1) Plays an original player of record almost exclusively (1.00-.90), 2) plays some substitute positions (.89-.76) and 3) Plays a great many games as a substitute (.75 or less). Let's also look at when these players began to play. If major activity has occurred prior to 1968 I'll place an 'A' in the activity class column, 1968-1974 a 'B' and 1971-1974 a 'C' (a "?" means I'm not positive--I don't have the records in front of me). You will observe that players in the 'C' group, newcomers to the 'expert' field (if I may collectively use such a term for multiple game winners), have had the benefit of numerous game records, and articles, (and perhaps live games) available to them where those in the A group have had to muddle through with no advantage from a Diplomacy library. New players today who will also have the benefit of demonstration games, booklets like the IDA Handbook, the 'Peery papers', and/or the Diplomacy Conventions will have their 'baptism of fire' done for them by those of us from the expert category who have triumphantly echoed what we have learned (the hard way). Also note that your day is coming! Multiple winners placed in a field of 'also-rans' get zapped often due to who they are. For this reason it is wise to look at current (and past) O.D.D. scores, the C.P.C.R.L. and R.G. to see with whom you are playing. Us 'old timers' have lost some of our early games to learn our lessons the hard way, you newer experts will get yours very soon!

RANDOM PARALYSIS DIPLOMACY
by Dave Kadlecek

1. All rules are the same as in the 1971 GRI Diplomacy Rulebook subject to the following changes.
2. Every order, whether build or removal or convoy or support or attack, shall be assigned a digit by the player who makes the order. Orders not assigned a digit shall be treated as paralyzed. The omission of (cont. next page, col. 1)

RANDOM PARALYSIS, CONT.

retreats above is not accidental; retreats are not subject to paralysis.

3. Attack and support orders which are paralyzed are treated as hold orders.

4. Build orders which are paralyzed are treated as "no build" orders or refusals to build.

5. Removal orders which are paralyzed replace the unit involved by a neutral unit. Neutral units may not retreat, attack, or support; however, they may be supported in holding. Neutral units belong to no country, but they control the province or supply center in which they are located.

6. During the Spring and Fall seasons digits that are assigned six or more times in the season are overused for that season. During the Winter season digits that are assigned three or more times are overused for that season. All orders that are assigned a digit which is overused for that season are automatically paralyzed.

7. Every country that is still in the game may assign at least one digit each season, even if there are no orders for that country to order that season. A country that has no orders for a season may assign no more than one digit that season.

9. Of the digits subject to paralysis, but not overused each season, one is chosen at random that season. All orders assigned that digit are paralyzed.

10. Only the digits 0,1,2,3,4,5,6,7,8,9 may be assigned, and all of these may be assigned by any player to any of his orders each season.

Please send all comments to Dave Kadlecak, 1447 Sierra Creek Way, San Jose, CA 95132.

AND, A LATE LETTER

by Ed Kollmer

((This is late because I printed it late. It is dated March 14th and was in response to the February 13th issue of Impassable))

The comparison between the Rabone and MRC Systems intrigued me when I read the February 13th issue of IMPASSABLE. I am relatively new to Diplomacy; however, the simplicity of the Rabone System in your previous issues convinced me to use it in rating a game among my students. It evaluated the game quite well and I believe, I will continue with the system.

The questions as John Boyer pointed out, seems to be over survival vs winning. Somehow,

I don't see the reason for all the discussions. I think survival is a major part of the final result. Naturally, the winner will receive the win; regardless of the rating system. However, survival should be the next most important goal, or maybe an equal goal.

As is quite evident only one person can win. Therefore, aside from trying to win, why should a small power keep fighting? The answer is survival. To see if he can survive and stave off elimination.

One should also realize that the basic idea of ratings systems originated for the benefit of survivors. Otherwise, why rate if not for survival. If we rated just the winner, it would be very simple. Do away with all these formulae and National Difficulty and just have a big "1" of each win. ((We tend to agree with Ed. We have always felt that center count would be the most accurate indication of player's ability since each player's philosophy to winning or surviving would vary. Best would be the suggested separation of the game results into two separate ratings: one for wins and one for survivals.--Ed.))

YOU CAN NEVER TELL

by Yours Truly

((We kept reading Alternate Reality and so we became afflicted with a desire to write just one little short science-fiction story. This resulted in the following tale of horror....))

Sam Jones was minding his own business on the corner of the Main Street when he was approached by a female. He was stunned by her beauty and watched her with greedy eyes as she slid towards him quietly and seductively. She was almost there when Sam noticed her eyes.

"Say, what's your name?" asked Sam. He couldn't take his eyes off her--Boy! Was she stacked!

"Your name is Sam Jones. I know you," replied the female. She was up against Sam and her scent overpowered him beyond all logic.

"Say, what do you want to do tonight?"

"I know you, Sam. We will go to my place." She never took her eyes off his and he was hers.

"Yeah, I'll go along with that," Sam agreed. He didn't know it, but she was in control.

The two walked down the block to her building. As was the case, her apartment wasn't far away and it only took a few minutes to get there. Up the stairs Sam stumbled along behind the gliding female. They went

(cont. next page, col. 1)

YOU CAN NEVER TELL, CONT.

all the way up to the top floor of the ancient building which was remarkably shabby for the neighborhood.

Arriving at the paint-cracked door, the female paused and looked around. She then took a key out from some hidden place on her and unlocked the door. Both went in and Sam didn't know what he was doing.

"Wow, this is really a cool place you got," Sam whistled.

"It is sufficient for my studies."

"Huh? What studies?" Sam was puzzled and while he was able to think, he was beginning to worry. On second thought, this woman didn't look right, and that really scared him. He started to back away toward his escape via the door, but the female approached him.

"Sam, don't worry about it at all, just think of the fun you'll have," the female, moved against him and that scent again overwhelmed poor Sam. He lost all power to resist.

She took one long look at him and then she began to strip Sam of his dirty clothes for she had picked a bum. He was dreaming now and didn't notice what she was doing. When it was all done, he was led naked to the bathtub by the female. He was told to step into it and in doing so he triggered the automatic sprinkler-set up. The shower curtains closed around him and then the cold liquid splashed on Sam quickly freezing him!

The female, while all of this intricate preservation procedures were going on, had gone into the living room and had gotten out the interstellar space connector.

"Calling Verius IV, this is Renia with another specimen. This complete our zoo collection for this sector of space. I suggest we label this group "Man" as they call themselves in one of their languages. I will forward a synopsis of their primitive civilization upon completion of the report. Will arrive at Sector Sirius next. Am now preparing specimen for shipment by vector shuttle. Report concluded."

And poor Sam, he was going to become a zoo exhibit!

NEWS, CONT.

***It seems odd but there are appearing quite a few new gamezines! Such as Carn Dum, Ragweed, The Pocket Armenian and including a few who will soon start their own gamezines. This contrasts to the general lethargy among some of the so called "old timers" publishers.

I'll admit that I have done my share to promote that feeling or as some call it, rumor, but I think we are really reaching a stage where we are going to sooner or later experience our first general turnover of gamezines (to be differentiated from those dropping out of sight suddenly). There is nothing to worry about as many more new publishers are appearing on the scene!

***The hobby keeps expanding! This may not be unknown to you out there, but when I think about it, I think some of the reasons for publishers cutting back or dropping out was due to the increase in the individual activities. The circulation has kept rising, on the average, for gamezines to where we are now averaging over 50 or 60. Before, only a few had circulations over 60 and you could count on your right hand those near or over 100. Now we have probably 10 with 100 and many with considerably more than that! I hear that The Fighter's Home and El Conquistador both have circulations over 500 (even over 1,000!)! This increase in one's circulation increased the amount of work involved and so increased the pressures for cutting back or dropping out of the hobby. Fortunately, I see a new trend where more responsibility is shown by those dropping out. More care is now taken to ensure that the games continue to their conclusion in a new home.

***Speaking of new homes, the IDA has a game insurance program as well as an orphan games program to help orphaned games find new publishers. To help out the IDA has begun to finance publishers to finish these orphaned games. For more information on how to get to publish and gamesmaster these game with some financial help from IDA, write to Edi Birsan, 35-35 75th St., Apt. 302, Jackson Hgts., NY 11372. #end#

EDITORIAL & NEWS

Back here on page eleven we begin our local news and more of our opinions! To begin with, we hope you'll enjoy this special issue. We especially thank Len Iakofka for his several articles as they helped filled out these many pages! We did some more of our crude artwork with a cover done in two colors for the first time ever in Impassable or Lost Horizons. We paid 65 bucks to have this capability to see red and so we hope you'll like it whenever we use it. It takes about 5 minutes or more to change, but it is a messy change and we won't be doing it very often also considering the high price we have.

(cont. pg. 12, col. 1)

EDITORIAL, CONT.

to pay for red ink in small quantities.

As you will soon note the deadline for next issue is way in the future. The reason for this is that we are going to start work on the second Handbook and this will take up most of our time available. We hope you all can wait, but if you can't remember that by playing along with my game you have helped me produce the Handbook. In a way, this oversize issue should help console you for that long period of time in July and August. Have fun and attend the Chicago DipCon! I'll be there, of course, and will try to talk to all of my readers and dear friends.

I haven't bought my supply of paper yet and so I can't figure out the new subscription price nor the new gamefee. Well, we just did a rough estimate of future costs. It will be shaving things very close, but if the postage costs doesn't increase, we'll be able to continue the sub rate at 12/\$2.00. As for the game fee and the length of the games, uncertainties creep in considering the inflationary spiral of these supplies we will have to ask for at least a \$6.00 gamefee. This is again cutting it close if we are to consider the guaranteed increase in the next two years of postal costs and of all supplies. The policy of stopping issues when you quit or get knocked out of the picture will be the edge that will save us in costs. Big issues such as this one will have to be rare and not more frequent than in the past if we're not to actually lose money.

Our costs seems to be lower than the other mimeo publications. Why? We buy in large quantities since we have a large circulation and a minor business sense. We have been able to hold the line on prices this far simply because we kept buying more than we did before to achieve lower costs. However, this time we have reached the end of the rope in that we have bought and gotten their lowest quantity reductions. Next time we buy we won't be able to bypass increases in costs of supplies! You are forewarned!

We just worked on some figures and it looks like that for our championship games and for our Tigers' Game we will offer lower gamefees. The best-country will be free as stated previously, however, the winners' game will be \$1 cheaper than whatever our regular GF will be. All traders in our Tigers' Game will get in free and the others will be given large reductions. The idea is that we're financing these demonstrations games as a feature of future Impassable issues.

***That Walt Buchanan! I just saw my picture in The Fighters' Home, #8. A couple of name people were also printed, but if you will notice, only Walt's picture was what I would call a respectable pose! You rat! I'll get you in some insane pose at this year's DipCon! It looks as if Walt is forwarding his large collecting of photos to them for printing. If so, it will be a quick way to get to know us all although most pictures will not do them justice.....you rat!

***That picture was captioned, "John Boyer in his dungeon." Not many people know it, but Impassable almost took an entirely different course in its beginning. I had done an experimental introductory issue when I started Impassable 2½ years ago and then dropped its format. The format was going to be horror-humor and I was going to build up a host of looney-horror characters (much like the brief run the other publishers had with their cats....) and make it a "team" effort. Well, to make a long decision short I copped out and became pseudo-respectable. Last, only a few, very few, copies of this horror issue was sent out. One was sent to Johnson of New Jersey and he then sold or gave it away to Walt who constantly begs publishers for issues he doesn't have. Someday I'll get around to making a replica copy and use it for a cover--most likely at our third anniversary.

***Now comes the editorial part! It seems to us that we might as well cast our lot in public against Nixon. We have reserved our own opinions thus far simply because we don't normally print our views, but it was most interesting to read the latest on how much was actually missing from the White House Transcripts. Also, more revelations are coming out about campaign funds being used for private purposes such as diamond earrings for the First Lady. Well, this has snapped our private reserve and we just like to let everyone know we're no longer trying to be neutral. The least this did was to get our penned up emotions out of us!

***This special issue is going to be weak in some areas--mostly organization. We're doing all of this part ahead of the deadline and very little is being organized by us systematically. We're just hoping quantity will offset quality, rather any lack of quality in our organization. What we mean is that we're bound to forget something somewhere! Oh well, after the DipCon we should be back on the road to recovery. The first issue though will most likely be small as we'll be exhausted from all those orgies!

(cont. pg. 18, col. 2)

1970BJ, Spring 1912

NEW RUSSIAN CZAR TO CHANGE COURSE OF THE WAR?

Note: Since Richter has missed again while on probation, he is being replaced by Ron Kelly who has continued to send in his orders. Ron Kelly is now the new Russian player.

Also, we want to thank Steven Ball, who we asked to standby at the last minute, for his attempt to back up the English player who has, nevertheless, come through. We certainly hope the whole gang will stick with us from now on! Error Winter 1911: Italy had A Pic, not A Bel, and Russia had A StP, not A Mos.

Spring 1912:

AUSTRIA(Beyerlein): A Mos-Liv, A Sev-Mos,
A Sil-War, A Rum-Bul, A Gre S A Rum-Bul,
A Ser S A Gre, A Bud-Tri, A Tyr S A Bud-Tri,
A Vie S A Tyr

ENGLAND(Keller): F Lon-Eng, F Bel S Ger A
Bur-Pic

GERMANY(Mahler): A Bur-Pic, F Den-Nth,
F Nth-Nwy, A Ruh-Kie

ITALY(Phillips): F Aeg S F Bul(SC), F Bul
(SC) H, F Tri H, A Pie-Tyr, A Ven S A Pie-
Tyr, F Mid-Ga, A Mar-Bur, A Par S A Mar-
Bur, A Pic-Bel/r/, F Eng-Lon, F Iri-Wal,
F Cly-Nwg

RUSSIA(Kelly): F Nwy-Nwg, F Edi S F Nwy-Nwg,
A StP-Nwy, A Liv-StP, A Arm-Smy, A Con-Bul

SUMMER & FALL 1912 due Thursday, August 22,
1974 at noon, E.D.S.T.

1972AZ, Spring 1912

WAR TURNS SLUGGISH, CONSTANTINOPLE REMAINS IN ITALIAN HANDS. DEADLOCK OVER MARSEILLES.

AUSTRIA(Osmanson): F Gre S Ita F Aeg-Ion,
A Ser S F Alb, A Smy H, A Rum S A Ukr,
A Sev S A Ukr, A Ukr S A Sev, A Tri S A
Tyr-Ven, F Alb S Ita F Aeg-Ion, A Bud S
A Tri, A Tyr-Ven

ENGLAND(Wiskow): F Mid-Por, F Bre-Gas, A Par
S F Bre-Gas, F Iri-Mid, F Eng S F Iri-Mid,
A Hol-Ruh, A Mos H, A Liv S A Mos H,
A Sil-Boh, A Min-Boh, A War H, A Kie H,
A Bur H

FRANCE(Mahler): A Mar-Con/imp/, F Wes S A
Mar-Con/imp/, A Pie S A Ven, A Ven H,
F Ion H, F Apu S F Ion, F Adr S F Ion

ITALY(Hollingsworth): F Aeg-Ion

FALL 1912 due Thursday, August 22, 1974 at
noon, E.D.S.T.

Press: See next column.

Vienna: The Austrian government wonders how France can call Italy's A Min-Bur a very sneakily move--what did France expect after attacking Italy? Where else would his army go to? As for blaming Austria for the actions between France and England, isn't that a joke? France's own actions brought that along, not Austria's. As for Austria not writing France a large amount of letters, after France's attack upon Italy--we had nothing to talk about. As for England being a "tyrant" this is not true in any sense. The only country to fit this title is France and has paid for this.

Radio Free Clyde(Mun-Boh): Dear Mouse: Your actions are rather childish, and selfish. But I'm sure you realize that! You cannot possibly alter the outcome of the game, only prolong it. At this juncture I am sorry William didn't eliminate you from 1972AZ earlier.

Dear Howard: On 11-10-72 (real time) I wrote Hollingsworth offering an alliance against you and A-H; we had both just been stabbed. It was about that time that Italy really began going down hill. Nothing was offered me by Italy and he never pursued my offer.

France, reply to Austria: Do you mean to tell me that anyone seriously considers Italy's move to Piedmont in Fall 1901 anything but a blunder, an insult to me, or an act of war. What did you want me to do, let him onto French soil? If you look carefully you'll even see he was the first to attack even in Osmo's ridiculous definition, since Italy attempted to go to Marseilles in 1902 before I was even close to Italian soil.

France, (continued from last time): England and I now proceeded with the tactical procedure of pushing back the Austro-Italian alliance. Since Austria managed to get up to 13 centers inspite of our united action to stop him it's clear he would have won if England and I hadn't united when we did. However now the inevitable result seemed to be first place for England and second place for me.

When England moved his fleets to Belgium and the North Sea I wasn't really concerned he was within his rights and he only wanted to protect his win, but it showed his lack of trust. Then a turning point came, England agreed to my suggestion that I support him from Bohemia to Vienna with my army Tyrolia. This guaranteed him Vie and me Tri. (I could've cut Austria's possible support of Trieste myself with Army Tyrolia, but instead I counted on England.) Also of major importance is the fact that it would've broken the last possibility of a stalemate line vs.

(cont. next page)

England. I was very surprised when England did not make his promised move, (this was in Fall 1909). Fortunately I got Trieste anyway, but of course England didn't get Vienna.

Everybody who I discussed this game with had been suggesting I go for a 3-way draw. Finally during Winter 1909 I was home in New York and during an hour and a half phone conversation a Diplomacy player (not in this game but with whom I occasionally discuss each other's games) convinced me to go for the draw. I think my fall move A Tyr S Eng A Boh-Vie shows that at that time I had every intention of going all the way with England. So England's failure to go to Vienna as promised was a key move. It not only tended to sour our relationship but also left open the possibility of a stalemate line (as well as costing him a build). In any case, something snapped during that phone conversation and I did a complete turn around. By the way if I'd been in Princeton to receive Doug's letter I probably wouldn't have had the heart to turn against him.

Having succumbed to the temptation to go for the draw, I wrote Austria and he agreed to go for a draw. Although I would admit that I "Betrayed" England, I tried to do it in the least damaging way possible. I wrote him informing him of my decision to go for the draw, explaining I would build a fleet in Brest and would be standing him out of the English Channel. I made it clear that I wouldn't be attacking him but would be setting up the unbreakable stalemate line (which gave him Brest and Paris, but stopped him at 16 centers).

The Mouse that Roared: Howard, somehow I find it hard to imagine you being concerned about suffering gamesmasters, especially when we are talking about 20¢. And if you are really concerned about being included in the next round of the Impassable tournament, I would guess that it is too late already. John DePrisco will almost certainly finish with more than 7 centers, and John McKeon has already finished with 7. And, of course, David Fujihara shared in a first place finish with 6 centers. Why are you so impatient?

1972BG, Fall 1911

ITALY AND RUSSIA MAKE GAINS AGAINST ENGLAND

Standbys requested for Austria (Steven Ball, 398 Queen St., St. Marys, Ont. CANADA) and for England (Richard Swies, 4829 Leamington, Chicago, IL 60638). If Austria or England

miss again, these players can take over. Italy is Joe Hrbek, 5953 Albermarle St., San Diego, CA 92139, and Russia is James Fish, 3801 Hillcrest, El Paso, TX 79902.

Fall 1911:

AUSTRIA(Pyle?): NMR. A Ruh H, A Kie H, A Ber H, A Mun H, A Boh H, A Sil H, A Gal H, A Ukr H, A Ser, A Bul, F Ank H
ENGLAND(Keller?): NMR. F Nth H, F Eng H, A Swe H, A Den H, F Nwg H, F Nwy H/r/
ITALY(Hrbek): F Lvp S F Mid-Nat, F Mid-Nat, F Bre-Mid, F Wes S F Bre-Mid, A Gas-Bre, A Pic S A Gas-Bre, A Par S A Pic, A Rom H, A Nap H, F Tyr H, F Con H
RUSSIA(Fish): A StP-Nwy, A Fin S A StP-Nwy, F Bel S Ita F Bel-Eng/nso/, A Hol S F Bel, A War H

AUTUMN & WINTER 1911 due Thursday, August 22, 1974 at noon, E.D.S.T.

Fall 1911 Supply Center Chart:

Austria: Hom, Ser, Gre, Bul, Mun, Rum, Ber, Ank, Kie (11) SP
England: Lvp, Eddi, Lon, Den, Swe, Nwy (4) R2
Italy: Hom, Por, Spa, Tun, Mar, Smy, Con, Bre, Par, Lvp (12) B1
Russia: Hom, Nwy, Hol, Bel, (7) B2, was 1 short.

Press:

Rome, Sept. 1911: Reports from the Italian fleet in Liverpool indicate that the English people in that province have welcomed the conquering fleet with open arms. It seems that the country has been torn apart by the war and needed a revitalization. The coming of the Italians have helped by increasing the SPIRM count.

1972BW, Fall 1911

FIGHT FOR GERMAN HEARTLAND CONTINUES FIERCE!

FRANCE(DePrisco): F Hol S Ita A Kie-Den, A Ruh S Ita A Boh-Mun, A Bur S Ita A Boh-Mun, A Tyr S Ita A Vie, F Lon-Nth, F Eddi S F Lon-Nth, A Lvp S F Eddi, F Eng-Bel, A Hol-Bel, F Mid-Nat

GERMANY(Davies): F Den S Rus F Nth-Hel, A Ber-Kie

ITALY(Lindauer): A Kie-Den/r/, A Boh-Mun, A Alb-Tri, A Vie S A Alb-Tri/a/, F Ion H, F Tun S F Ion H, F Adr S F Ion H

RUSSIA(Knudsen): A Sil-Boh, A Bud S A Gal-Vie, A Gal-Vie, A War-Sil, A Mun-Tyr/r/, F Nwg-Nth, F Nwy-Ska, F Bal S Ger A Ber-Kie, F Nth-Hel/r/

(cont. next page)

TURKEY(Abbott): A Ser-Alb, A Bul-Ser, A Rum-Gal, F Gre S A Ser-Alb, F Aeg S F Eas-Ion, F Eas-Ion

AUTUMN & WINTER 1911 due Thursday, August 22, 1974 at noon, E.D.S.T.

Fall 1911 Supply Center Chart:

France: Hom, Bel, Spa, For, Hol, Ivp, Lon, Edi (10) SP
Germany: Den, Ber?, Kie (2 or 3?) SP or Bl?
Italy: Hom, Tun, Tri, Vie, Min, Wic, Ber? (6 or 7?) SP or Bl?
Russia: Hom, Nwy, Swe, Rum, Bud, Wic, Vie, Ber? (9 or 10) SP or Bl?
Turkey: Hom, Gre, Bud, Ser (6) SP

1972CD, Conclusion

There were no comments and so we are going ahead with the chart. Our congrats to those who survived and to the winner, Morris. It looks like a cinch for Morris to be in our champions' game or in our best-country game depending on his desire and/or our need for filling a second game with him.

	1	2	3	4	5	6	7	8	9	10
Aus (DeLucia):	5	4	3	2	0	-	-	-	-	-
Eng (Schleinkofer):	4	5	5	4	5	7	10	8	5	5
Fra (McKeon):	5	6	7	7	9	10	7	7	8	7
Ger (Ray):	5	4	4	3	1	0	-	-	-	-
Ita (Morris):	4	5	6	8	9	10	10	13	17	18
Rus (Brennan):	6	4	3	5	5	4	6	6	4	4
Tur (Nelson):	4	5	6	5	5	3	1	0	-	-

We again thank all for an enjoyable game. There were no drop-outs! A wellplayed game.

1972CK, Conclusion

	1	2	3	4	5	6	7	8	9	10
Aus (Waldron)	5	5	5	6	7	8	9	8	9	8
(Chin, W'01):	5	5	5	6	7	8	9	8	9	8
Eng (St. Johns):	4	4	6	9	10	13	14	15	15	18
Fra (Gray)	5	6	6	3	2	1	0	-	-	-
(Nelson, A'05):	5	6	6	3	2	1	0	-	-	-
Ger (Lindauer):	4	4	3	2	3	1	1	1	0	-
Ita (Gershenson):	5	5	6	8	6	6	4	3	3	1
Rus (Davis):	5	5	3	1	1	0	-	-	-	-
Tur (White):	4	5	5	5	5	5	6	7	7	7

We want to thank the players for playing such a fine game. The standbys did well considering their positions. And Chin is to be almost as congratulated as St. Johns for his win as England. Three players have a chance at one of our winners' games and we hope to see them again!

1972DF, Autumn & Winter 1909

P-E-A-C-E ! !

Error Fall 1909: We forgot to print German orders for A Ber-Min. Thus, Germany did have 8 units and could build only 1. A Ber was built W'08.

Autumn 1909: England R A Mos-StP
Germany R A Mar-Gas

Winter 1909:

AUSTRIA(Conner): SP
ENGLAND(Lindauer): SP
GERMANY(McKeon): B F Kie
TURKEY(Blank): SP

Vote on draw: Unanimous.

Comments and Game Chart August 22, 1974 at noon, E.D.S.T.

1973Ddl, Autumn & Winter 1020

WAR SLOWS DOWN AS NATIONS REARM

Note: Munster retreat of F Mid-TrB was a Summer retreat, not an Autumn retreat.

Autumn 1020: Leinster R F Dub-Wic

Winter 1020:

ENGLAND(Swies): SP
KYMURU(Gemignani): B A Bue
LEINSTER(Fujihara): R F Wic
MUNSTER(Dick): SP
ORKNEY(Keller): SP (Had only 7 units)
SCOTLAND(Tonnesen): B A New

SPRING 1021 due Thursday, August 22, 1974 at noon, E.D.S.T.

Winter 1020 Positions:

England: A Pow (1); Kymru: A Str, A Shr, A Pow, A Ber, A Bue (5); Leinster: A Tar, F DrB, A Oma, A Tyr, F CaB, A Yor (6); Munster: F NSG, A Bre, A Tua, A Lei, A Cas, F TrB, F GaB (7); Orkney: A Spe, F IAt, A Sut, F Mon, F Arm, A Don, F SLB (7); Scotland: F Dub, A Flu, F SIS, A Mer, A Her, A Der, F Che, A Ber, F Isl, F Mid, A New (11)

Press:

Scone: The people of Scotland thank the Rulers of Kymru and Leinster for leaving Scot supply centers so that a Scot army could pick up some coal from Newcastle.

Do you have a sick friend? Give him a sub to this sick rag of this sick hobby! Make him well again! Fast relief from his agony!

1971Dbu, Summer & Fall 1910

LAST INDIAN STRONGHOLD FALLS AT LAST!

We have a problem: We lost our list of standbys and with two countries missing we can only cover one. So, we will have to again make a plea to the players for standbys as we'll have to again construct a standby list. For now, we have William Osmanson, 1015 Union St., Morris, IL 60450 standing by for Italy. Anyone can send in orders for England if they're not already in this game. The first in gets to play if Kelly misses again. Thanks.

Error: Spring 1910 we overlooked China's order for F Sai-Sia. Also, there's a C.D. Russian army in Omsk.

Summer 1910: England NMR. GM disbands F Mid;
Fall 1910: Ger R A Mos-StP, A Mun-Ruh

AUSTRIA(Tilson-G.O.): A Mun-Boh, A Boh-Gal, A Tyo S A Mun-Boh, A Tri H, A Clu S A Boh-Gal, F Aeg S A Con H, A Ukr S A Mos, A Sev S A Mos, A Mos S A Tur-Oms, A Tur-Oms, A Con H

CHINA(Biehl): A Dec S A Cal-Del, A Cal-Del, A Bur-Cal, F Cel-SPa, F Sch-ECh, A Han-Kan, A Pek-IMO, F Man-Pek, F Sai-Sch, A Tha-Joh, A Ann-Vtn

ENGLAND(Kelly?): NMR. F Nat, F Eng, F Wal, A Lvp, F NPa OBP, F NPa all hold

GERMANY(Proujansky): A StP S C.D. A Oms, A Liv S A War, A War H, F Bot H, F Pos-Bal, A Gas-Spa, A Bur-Mun, A Ruh S A Bur-Mun, A Kie S A Bur-Mun, A Sax S A Bur-Mun, A Sil S A Sax, F Bre S Eng, F Nat-Mid/nso/r

INDIA(Hubbard): A Del S Ita F Mad-Cal/nso/r
ITALY(Boler?): NMR. F Mid, F Sat, A Mor, F Wes, A Spa, A Mar, A Pie, A Ven, A Tri, F Aeg, F Ion, F Smy, A Ank, F Som, F Ara, F Mad, F Ein all hold

JAPAN(Labelle): A OMo, A Skg, A IMo, F And, F Joh, F Sia, F Can, F ECh, F Yel, F SJa, F Ton are all ordered to hold

AUTUMN & WINTER 1910 due Thursday, August 22, 1974 at noon, E.D.S.T.

Fall 1910 Supply Center Chart:

Austria: Hom, Ser, Bul, Gre, Con, Rum, Sev, ~~Wet~~, Mos (11) SP

China: Han, Man, Pek, Sai, Mad, Bma, Tha, Cam, Cal, Vtn, Phi, Bor, Del (13) Bl, only 1 center open

England: Hom, Nor, Por, Tok (7) Bl, lost 1

Germany: Hom, Bel, Den, Hol, Par, Swe, Bre, ~~Wet~~, StP, War (12) SP

India: ~~Del~~ (0) Out of game!

Japan: Kyo, Osa, For, Kor, Kar, Jav, Vla, OMo, Can, Skg, ~~Pek~~, Joh (11) Rl

Russia: Oms (1) SP

Press:

Hankow: When will Italy be brought to heel in his own kennel?

1973AYec, Autumn & Winter 1723

Note: Tom Hubbard is now England and John Biehl is now Austria. Keller resigned due to lack of time to play in all his games.

Error: Fall 1723 the Spannish F Iri made it to Mid-Atlantic--it was incorrectly underlined.

Autumn 1723: Austria R F NTy-Iyo
Russia D A Est

Winter 1723:

AUSTRIA(Biehl): B A Vie

ENGLAND(Hubbard): R F Ire

FRANCE(Drews): SP

OTTOMAN(Osmanson): B A Smy, F Syr

POLAND(Lindauer): SP

RUSSIA(Dick): B F StP, A Arc (disbanded unit during A'23)

SPAIN(Vane): B F Ast

SPRING 1724 due Thursday, August 22, 1974 at noon, E.D.S.T.

Winter 1723 Positions:

Austria: F Iyo, F Nap, A Mil, A Tyr, A Rhi, A Col, A Han, A Pap, A Vie (9); England:

F Nat, F Nth, A Hol, F Eng, F Sco(wc) (5);

France: F Sav, A Swi, A Auv, A Rhe, A Ver, F Net (6); Ottoman: F Sic, F Cen, F Syr,

A Rum, A Con, A Kub, A Smy (7); Poland: A Min, A Mol, A Got, A Den, A Est, A Lit, F Bal, F Bot (8); Spain: A Lon, F Mid, F Sev, F STy, F Sar, F NTy, A Tun, F Ast

Press: none.

1973Ccz, November 1870

Kostoff is now confirmed as U.S.A.

Error: There was no retreat available for U.S.A. F NCa and was annihilated.

November 1870:

CANADA(Monahan): A Lou H/a/, A Nat D Ire, F Nat S A Nat-Ire, F Ice S F Nat, A NFL E F GrB, A/F GrB S F Nat, F Hal-NSt

C.S.A.(Biehl): A Mis S A Mag-Lou, A Mag-Lou, A Cha-Geo, F NCa-Wat/r/, F Bah-Ber

ENGLAND(C.D.): F Nwg, F Ire, F Lvp, F Nth all hold

FRANCE(Greenwell): A Gas-Spa, A Fic-Bur, A Bel S A Fic-Bur, F Lon-Eng, F Hor-Ire, F Can S F Mid-Azo, F Mid-Azo, F Spa-Wes,
(cont. next page)

A Mor S A Gas-Spa
 GERMANY(Ricci): A Kar-Pol, A Ruh-Hol, A Mun-
 Boh, F Den-Ska, F Bot-Fin(SC)
 ITALY(Bennett?): NMR. F Pan H, F Dar H,
 F Box H, F Ion H, F Wes H, A Aus H
 USA(Kostoff): A Ric-NCa, A Ten S A Ric-NCa,
 A Ken S A Ten, F New H, F Azo-Wat/a/,
F Wat-Ber

DECEMBER 1870 due Thursday, August 22, 1974
 at noon, E.D.S.T.

November Supply Center Chart:

Canada: Hom, Man, PEI, NFL, Gnl, Ice, Ire
 (9) B3, lost 1
 C.S.A.: Cha, Jac, Lou, Cub, His (5) SP
 England: Edi, Lvp, Nor, ~~Fl~~ (3) RI (GM R
 F Nwg)
 France: Hom, Por, Spa, Bel, Mau, Mor, Lon,
Azo (10) B1
 Germany: Hom, Swe, Den, Hol, Fin (7) B2, was
 1 short
 Italy: Hom, Tun, Gre, Aus (6) SP
 U.S.A.: Hom, Ken, Myl, ~~Ad~~, Ric (7) B2, was
 2 short

Press:

Charleston: President Underhill has allowed
 Italian warships to utilize Confederate
 harbours and has rescinded the commissioning
 of privateers to attack Italian merchant
 shipping.

Paris: Who is stabbing who, Peter?

 1974N11, Spring 1015, the new SSIII game

SOUTHERN COUNTRIES GO TO WAR WHILE NORTHERN
 COUNTRIES REMAIN AT PEACE AND UNITED! HUH?

Note: We want to thank Burt Labelle for the
 new Miller Number. Flayers, remember your
 number!

Note to Ulster: You have F Arm and A Dow.
 Also, there is no province called Norine.

Spring 1015:

CONNACHT(Kadlecek): A Sli-Ros, A Ros-Lei,
 F Tua-GaB

ENGLAND(Osmanson): F Ber-Bri, A Che-Shr,
 A Sta-Her

KYMRU(Gilinsky): F Car-CaB, A Pow-Gwy,
 A Bue-Pow

LEINSTER(Heuer): A Tar S A Kil-Mea, A Kil-
 Mea, F Dub-Wic

MUNSTER(Fyatt): A Tra H, A Lim-Tho, A Cas-Lei
 ORKNEY(Sokolitsky): F Heb-NM1, F Sky-Sut(SC),
 F Kin-NIS

SCOTLAND(Fanelli): A Iis-Lor, F Dun-Sol,
 A Iot-Ber

ULSTER(Gemignani): A Oma-Don, A Arm-Norine??
/imp/nsu/, F Dow-DrB/imp/nsu/, F Arm/u/,
 A Dow/u/

((Note: /u/--unordered, /imp/--impossible,
 /nsu/--no such unit, /nso/--not so ordered,
 /otm/--ordered to move, etc.))

FALL 1015 due Thursday, August 22, 1974 at
 noon, E.D.S.T.

Press:

England: Due to raids upon English border
 towns, English troops have crossed the Kymru-
 England border with their battle cry,
 "England and St. George!"

Hereford Union Military Press: Dateline,
 Hereford: Prince Conan II, on a speaking
 tour of the Hereford Province, today appointed
 Adam Gilinsky to the posts of Foreign Minister
 and Secretary of the Navy. He claimed that
 this appointment would ease religious tension
 between the Celts and Catholics, as Jews are
 hated by both. He said the dual appointment
 did not mean he was getting ready for war,
 "But in these troubled times, we must be
 alert. You here in Hereford have been heroic
 in the past--we would not give you up."

Cork: The League of Irish Minstrels, meeting
 in this neutral city, have issued a declaration
 of condemnation against any and all Irish
 Kingdoms waging war against any other Irish
 kingdom. After all, one spokesman commented,
 there is a big island to the East of us
 filled with barbarians. If the Lords of
 Ireland feel the need for military glory,
 they should bring the benefits of Irish
 Christianity and civilization to the Saxons,
 Welsh, Scots and Danes of Orkney rather
 than bringing fire and sword to their own
 peoples. Shortly after passing the reso-
 lution most of the Minstrels reported to
 basic training in the various armies of the
 Irish Lords and the rest fled to Iceland in
 anticipation of the displeasure of those
 Lords.

Skye: Woe to those who attack any province
 of Orkney!

 1973CZec, Fall 1722

AUSTRIA PUSHES WAR AGAINST FRANCE! POLAND
 MISSES AND RUSSIAN-TURKISH FORCES FIGHT TO DRAW

AUSTRIA(Coyne): F NTy-Lyo, A Ven S A Pap-
 Mil, A Tus S A Pap-Mil, A Pap-Mil, A Kas
 S A Tyr-Rhi, A Tyr-Rhi, A Han H, A Col-Net
 ENGLAND(Dick): A Hol H, F Nat H, F N-g-Var,
F Nth-Den, F Chr S Rus F Sto-Got, F Lon-Nth
 (cont. next page)

FRANCE(Kostoff): A Sav S F Mil, F Mil H/a/,
 A Auv S A Rhe, A Rhe S F Net, F Net S Eng
A Hol, F Lyo-Nty, A Nor S F Net
 OTTOMAN EMPIRE(Mahler): F Cen-Sic, F Aeg S
F Eas-Cen/nsu/, F Eas-Cen/nsu/, A Kie-Mos,
 A Ast S A Kie-Mos, A Bes S Pol A Mol-Kie
/nso/, F Cre/u/
 POLAND(Rocamora): NMR. A Den, F Got H/r/,
 F Bal H, A Lit H, A War H, A Mol H
 RUSSIA(Osmanson): F Sto-Got, F Bot S F Sto-
 Got, A Est S A Mos, A Mos S A Est
 SPAIN(Biehl): A Gra-Sar, F Wes C A Gra-Sar,
 F Bar-Tun, A Mad-Ara, F Sly-Sic

AUTUMN & WINTER 1722 due Thursday, August
 22, 1974 at noon, E.D.S.T.

Fall 1722 Supply Center Chart:

Austria: Hom, Nap, Ven, Rhi, Han, Pap, Mil
 (9) B1
 England: Hom, Ice, Hol, Chr, Var (8) B2
 France: Hom, Sav, Mil, Net (6) SP, lost 1
 Ottoman: Hom, Cre, Kie (7) B1
 Poland: Hom, Pol, Don, Pom (6) SP
 Russia: Mos, StP, Arc, X/Am Got, Sto (5)
 B1, lost 1

Press:

Ottoman Empire: To show his desire for peace
 with people everywhere the Sultan has called
 for a vote on a 6-way draw between England,
 France, Spain, Austria, Ottoman Empire and
 Poland.

Impassable: A draw must include all survivors
 and this includes Russia. So, your call for
 a draw is illegal and I am not automatically
 concluding you want a draw with Russia. So,
 no draw vote.

The Madrid Cathedral: King Philip VI, being
 a devout Catholic did pray that all his works
 would come to fruition. "Let me also not be
 caught unawares, Father, by the unbelievers
 and scoundrels."

Oops, we are going to ask Tom Hubbard to
 standby for Poland, just in case. His
 address is: 5160 Mount Royal Dr., Los
 Angeles, CA 90041. Thanks Tom.

THEM CHESS GAMES

Okay, we relent. You can remain anonymous.
 Sigh, we shouldn't be so nice!

On that famous Boyer-Larsen match, we
 chickened out at the last minute since we
 didn't want to lose \$11.00 when it could be
 spent for postage ((Hah, hah! Excuses, you
 are just making up excuses!!)).

Well, we are also not going to print our
 Bisguier game since we are running out of
 time to put this issue out. So, on to your
 games!

Game #1: White--Harbor, Black--Bisher
 13. QRP-QR4 NMR
 Game #5: White--Bisher, Black--?????
 1. P-Q4 N-KB3
 2. NMR

Hmmm.....the player missed here but he
 had his orders in for the dippy games. I
 guess I lost them somehow. Well, that means
 a postponement.

AND HERE ON THE BACK PAGE
 (Where Lakofka may not see it)

"I hate to bring up 1972CJ again, but in
 response to Lakofka's attack, I feel I must.
 I took Munich in Fall 1902. At that point
 Len and I did indeed have something of a
 confrontation, but it was resolved success-
 fully; Lakofka continued westward and I
 continued against Turkey and Germany. It was
 not until Fall 1904, two game years and
 several real-time months later, that Len
 issued his non-negotiable threat on the
 flimsiest excuse you can imagine, and our
 second confrontation and final break ensued.
 So, I guess it's back to "Lennie the Two-
 Faced" again." signed, Eric Verheiden

EDITORIAL & NEWS, CONT.

We almost forgot to tell about our delay
 in starting our LOTR-type story on dippy
 people. The problems include lack of time
 and the magnitude of the job. We have trouble
 in deciding just who is going to be our bad
 guys and who is going to be our good guys.
 Everybody is so grey! Also, we want to make
 this the best we can do and it will be a
 long series (maybe non-ending) and the amount
 of relevancy has to be decided also; that is,
 how much current news to put in? Or is it
 to be completely fictional maybe using the
 better known press characters developed by
 the dippy players? Anyhow, the most difficult
 part will be deciding what is going to be
 bad, how much humor and who is going to be
 the very evil forces! We'll be discussing
 ideas on this with people at this year's
 DipCon.

Not many outside of Lost Horizons know
 that I've been working very hard on a wargame
 for the battle of Gettysburg. Instead of
 inventing another variant, I have been working
 (cont. pg. 19, col. 1)

on a wargame revision for Avalon Hill's Gettysburg game. My whole approach was to create a playable 'fog of war' type of wargame to be played with multi-commanders by mail. Many new rules and ideas are going to be included---many being brand new from me. I have my own ideas about warfare of this period and will be using them.

As an example, the only thing you will be needing from the Avalon Hill game will be their gameboard. This I cannot reproduce easily, even on a crude basis. Instead, I have striven to adapt my rules to fit their board. Thus, I made my counters to fit!

There were many inaccuracies with their game. As an example they named the wrong road as the Carlisle Road (that bugged me pretty bad!). Their map scale was wrong and should have been reversed to have 1 square equal 1/4 mile. Their error here is probably what caused them to create another error in calculating the normal movements for these Civil War units. I have, for the most part, simply doubled the movement. This error I discovered while researching the battle records and trying to march the specific units to such a point where they were reported in battle and found that they couldn't get there!

Major changes in their rules include allowing for proportional casualties. Their game as most of their games go only allow for complete annihilation of a unit in battle, or retreat....no partial losses! This meant, then, that when, let's say Heth was eliminated that was a loss of approximately 8,000 men--and in one turn equalling one-hour! This is a complete 100% wipeout of one entire rebel division in one hour! Consider the most bloody one hour engagement of Gettysburg (and the bloodiest hour in the whole Civil War) when approximately 14,000 men took part in Pickett's Charge against tough Union defenses: 7,000 casualties or almost 45% losses.

What one must remember is that losses for even brigades never exceeded 30% on the average! The greatest amount was 80% for one brigade. Divisions do much better where the losses tends to average out better--and it averages out to about 25% for the war.

An interesting statistic found was that Gettysburg was the bloodiest battle of the entire war, because it was a three-day battle! Antietam and Shiloh are famous for being bloody, but they were only one-day affairs! The battle of Gettysburg recorded a hit ratio of 301 per 1,000 on the Confederate side let alone the Union who did only slightly better with 270 per 1,000!....try to figure 100%

unit losses as realistic!

The fact was that when a battle or a series of engagements caused one side to suffer much in excess of 25%, they retreated back home to recruit more soldiers! The Confederate armies consistently suffered greater ratios of casualties ((please note that when we're talking about hits per thousand or of casualties, we are speaking of all forms of casualties such as killed, wounded, missing, etc.)) since they had to make greater efforts to just stand off the larger Union armies. Take Gettysburg, for example. At that battle, almost 1/3 of the Army of Northern Virginia was destroyed as a useful fighting force. As a result, the numbers under effective arms for General Lee went from 75,000 down to about 55,000. This resulted in the end of their invasion of the North. The Union commander, General Meade of Pennsylvania, was often accused, afterwards with greater hindsight possible through research materials, for not pursuing the enemy and completely destroying their army. The fact was that Meade suffered about 25% losses himself! There is your 25% ratio appearing as a magic stopper. If Gettysburg was the bloodiest can you expect them to have tried harder? To continue fighting?

Back to the game, we are trying to take this into consideration with game victory criterions. We don't want the players to play their units to death and we want them to form historical lines of battle along the period tactics they used. This will be helped along with several rules.

A major change from the Avalon Hill game is my decision to go to brigade unit size. The AH game units were division size. This, I felt, was the wrong scale of units for the area covered by the gameboard. More units were needed allowing for more realistic formations of lines of defense and attack. So, the answer was to turn to brigade units. We therefore ended up with close to 200 units! This at the least will give plenty of units to work with for the several sub commanders on both sides.

We corrected the balance, rather the numbers, of each division and brigade unit. By researching through the many books we now possess, we have figured out what we feel are approximately correct combat strengths of all the brigades and divisions and corps.

Also, we have drastically revised the influence of artillery in the AH game by giving them a role to play other just being a small faster unit to move around.

(cont. pg. 20, col. 1)

EDITORIAL & NEWS, CONT.

Thus, artillery now can be employed as artillery units with their fixed range maximum being 4 from ground or 5 from higher ground. There are rules governing their use including keeping track of your supplies of ammunition!

An interesting fact dug up was that the North fired about 30,000 rounds and the South about 22,000 (if my memory serves me right). Another source gave me the statistic that experienced gunners could fire field guns at a clip of at least 120 rounds per hour. This gave me a figure to employ the rate of ammunition spent per hour of use of the artillery units. Needless to say, they become an important, but limited, tool for battle!

The battle tables of most wargames turn me off as simply stupid and complicating in the wrong way. Even before Rand Associates came out with their Seratoga system of taking losses in direct ratio to number of enemy factors opposing you, I thought of this. The problem was finding the division number to produce logical rates of losses per hour of battle. I finally decided on taking 1/10 of the total enemy factors in battle. Thus, without considering flanking attacks which increase your apparent attacking factors, a frontal assault of 10 against 8 would result in .8 losses for the 10 and .10 for the 8. Of course, records would have to be kept for your current strength for each unit, but in a mail game this will not be any problem, and that's what I'm mainly concerned with!

Simultaneous rules, automatic facing, retreat options, optional attacks, and combat

levels round out many of the other innovations.

As for combat levels, we had to consider our loss ratios figured at 1/10th of enemy factors and we arrived at 5 levels of desire. That is, a 5 would result in triple losses and a 4 in double losses. 3 would be normal, 2 would be halved and 1 would be 1/3rd losses. The trick is that the battle will be fought at the lowest level entered. The reasoning is that the side ordering the lowest level of combat will "retreat" before taking more losses. So, the unit commanders will be able to order varying degrees of fighting depending on their objectives such as taking a strategic hill. This rule, again, will be modified with certain other rules depending upon various circumstances such as hill defenders will have a favoring rule for defense per combat levels and forced retreats.

To make things easier for all to keep track of their current strengths what with close to 200 units involved, I am devising a series of charts and forms for players and GM to use. One will be an order sheet for the players to order the movement and actions for each unit under their command. One for the GM will report individual results to each player--it will be up to the Supreme Commander to gather together all the information from his sub-commanders to get the whole picture as we will also be using sighting rules. The enemy will easily be able to hide from you and to attack suddenly in your rear if you're not careful! Of course, you can do the same to them also!

So, the whole project has been an immense one taking much of my free time, but when I'm finished, it will be a beaut of a game. "end"

IMPASSABLE #38 & LOST HORIZONS #18
117 Garland Drive
Carlisle, PA 17013

Your sub is over, send more money!____
You are wanted as a standby!
See page 2____
Hey! You missed your orders!____

Rod Walker
417 Juniper St.
San Diego, CA 92101

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